

Title (en)
Progressive Display of Target Objects

Title (de)
Progressive Anzeige von Zielobjekten

Title (fr)
Affichage progressive d'objets cibles

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Application
EP 00118747 A 20000830

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Abstract (en)
[origin: EP1081650A2] There is disclosed a progressive display method upon rendering and displaying a virtual object expressed by RS data. When RS data is generated and recorded on the basis of real image data, map data that represents correspondence between a real image space and ray space is divided into a plurality of layers, and the resolutions of the individual layers are hierarchically changed, thus storing hierarchical map data. Upon rendering a virtual image from an arbitrary viewpoint position, rendering is done by looking up the hierarchical map data in turn in ascending order of resolution. Also, there are disclosed a downloading method of selectively downloading RS data and VRML data, and a rendering method of downloaded data. RS data with high resolution is stored in an external memory, and VRML data having a required memory size is stored in an internal memory. In principle, a virtual image is generated by rendering RS data to allow the user to experience the virtual space. When downloading of RS data is not in time, an image rendered based on VRML data is displayed. <IMAGE>

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